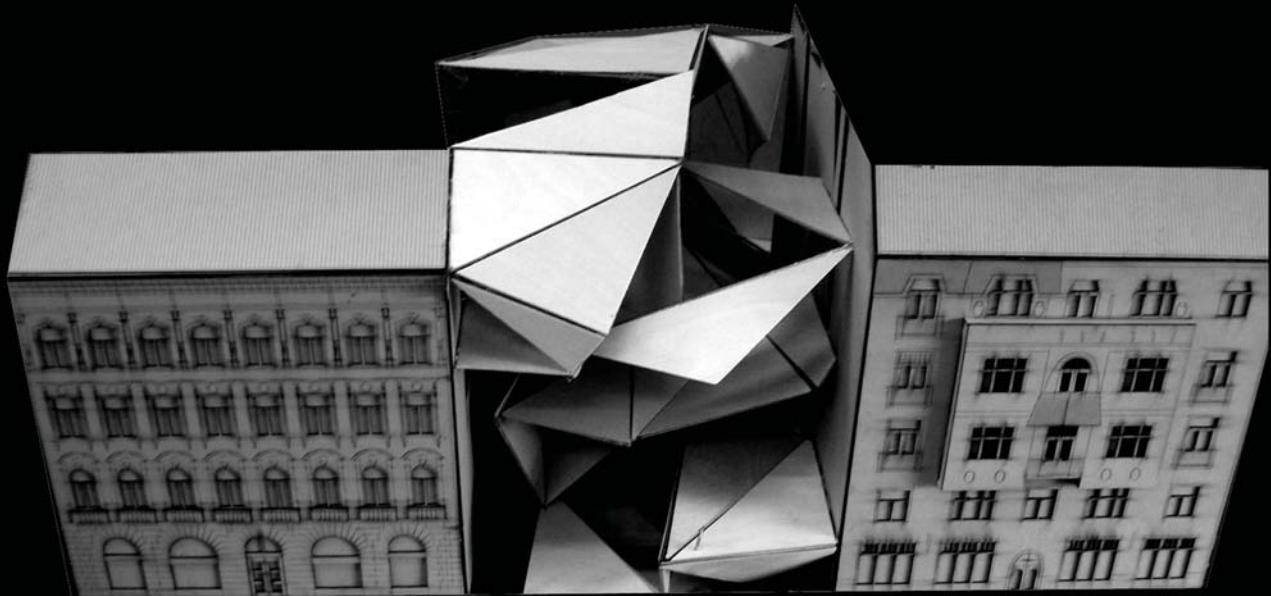
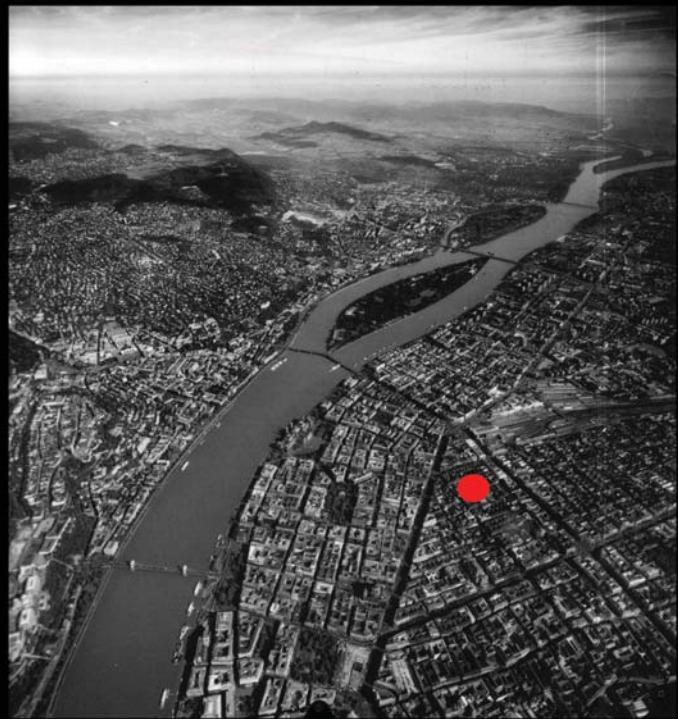


S U S P E N D E D C O L L A P S E





BUDAPEST

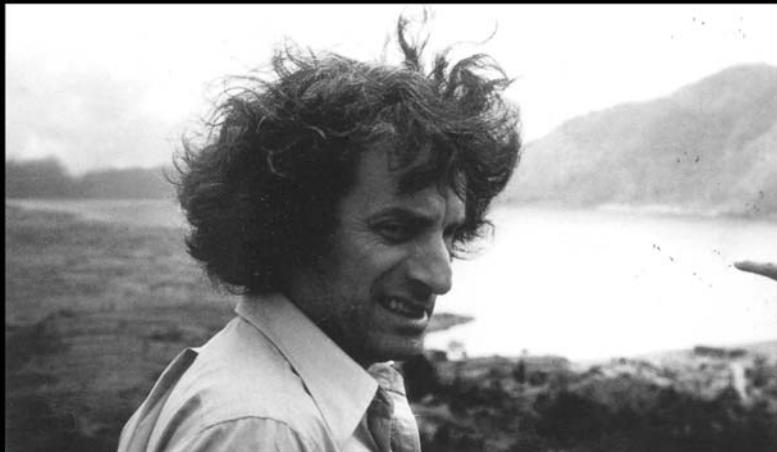
WITH A LARGE QUANTITY OF ISOLATED SOUNDS SPREAD ACROSS THE WHOLE SPECTRUM, A DENSE GRANULAR EFFECT EMERGES, A REAL CLOUD OF MOVING SOUND MATERIAL.

THE INDIVIDUAL SOUND LOSES ITS IMPORTANCE TO THE BENEFIT OF THE WHOLE, PERCEIVED AS A BLOCK, IN ITS TOTALITY

CON UN AMPLIO ESPECTRO DE SONIDOS AISLADOS DISPERSADOS, UN EFECTO GRANULOMÉTRICO DENSO EMERGE COMO UNA NUBE REAL DE SONIDO MATERICO EN MOVIMIENTO

EL SONIDO AISLADO PIERDE SU IMPORTANCIA EN BENEFICIO DE UN TODO, PERCIBIDO EN SU TOTALIDAD COMO UN BLOQUE

*Crossing from Mathematics to Music
...to Architecture*



XENAKIS

THE INFORMATION DERIVATED FROM THE CALCULUS OF PROBABILITIES,
SEEKING HERE A CONFRONTATION OF CONTINUITY AND DISCONTINUITY.

GLISSANDI AND PIZZICATI LINKED TO STRAIGHT LINES, SONOROUS
VOLUMES ARE GENERATED.

A LARGE QUANTITY OF POINTED SOUNDS, PROPAGATED THROUGH OUT
AN ENTIRE SOUND SPECTRUM.

THE AMBITION OF XENAKIS WAS TO DISCOVER A NEW MORPHOLOGY OF
SOUND.



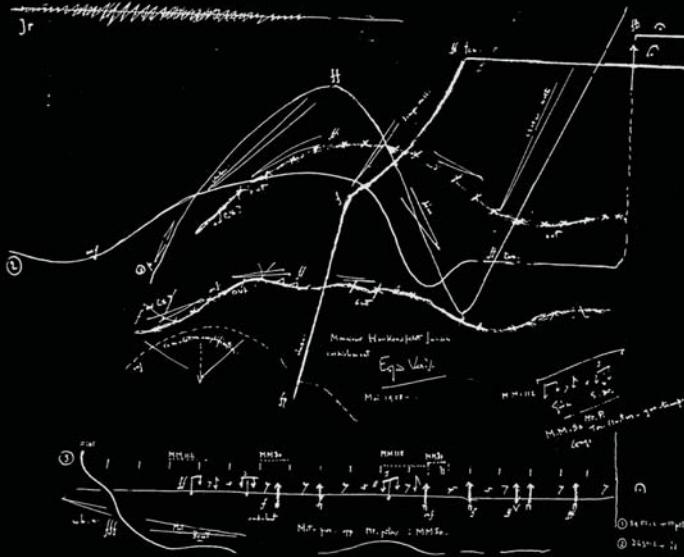
La documentación presentada deriva del cálculo de probabilidades estudiado por I. Xenakis, buscando la confrontación entre continuidad y discontinuidad. Los "glissandi" y "pizzicati" son picos que unen líneas rectas, generando sonidos particulares. Un largo número de picos sonoros son repartidos a lo largo de todo el espectro sonoro.

La ambición de I. Xenakis fue descubrir una nueva morfología de sonido

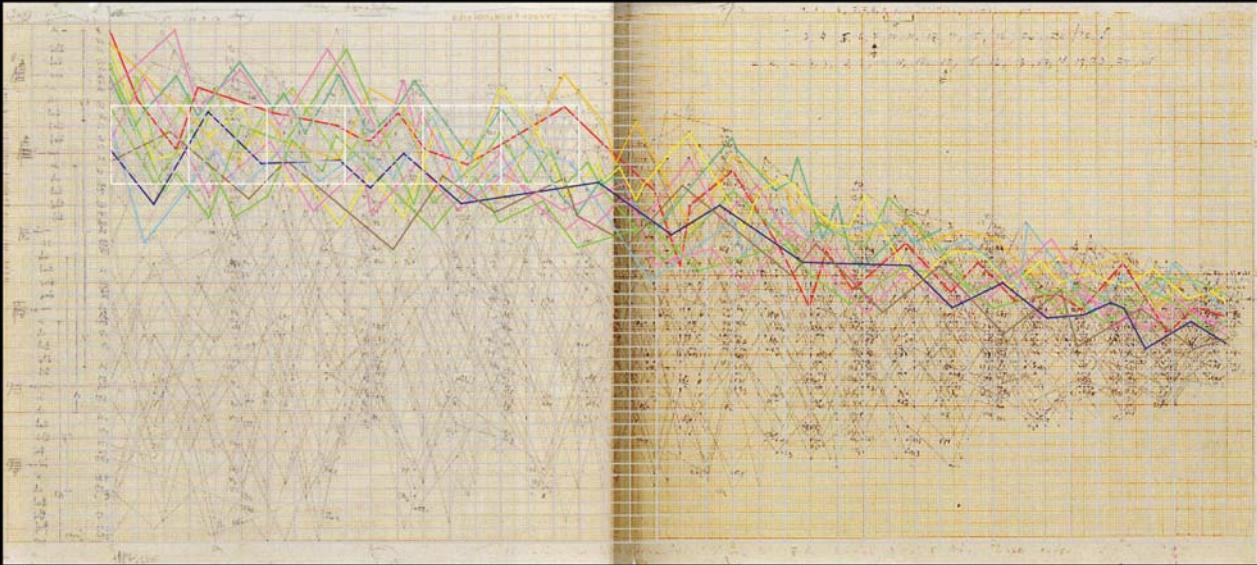
XENAKIS INTRODUCED INTO MUSIC THE CONCEPTION OF EVENTS IN SOUND
AND CALCULUS AND THEORY OF PROBABILITIES UNDER THE NAME OF
“STOCHASTIC MUSIC”
LATER HE MADE USE OF THE MATHEMATICAL THEORY OF GAMES AS
“STRATEGIC MUSIC”
FINNALLY THE THEORY OF SETS AND MATHEMATICAL LOGIC AS
“SYMBOLIC MUSIC”

I. Xenakis introdujo en el campo de la música el concepto de “evento” en una serie de sonidos concatenados. También el cálculo y teoría de probabilidades bajo el nombre de “música estocástica”
Más tarde, creó la “música estratégica”, basada en la teoría matemática de los juegos.
Finalmente, la teoría de lógica matemática como “música simbólica”
Su música unió el serialismo y la indeterminación para crear una música indeterminada en las partes, pero dirigida hacia un final establecido.

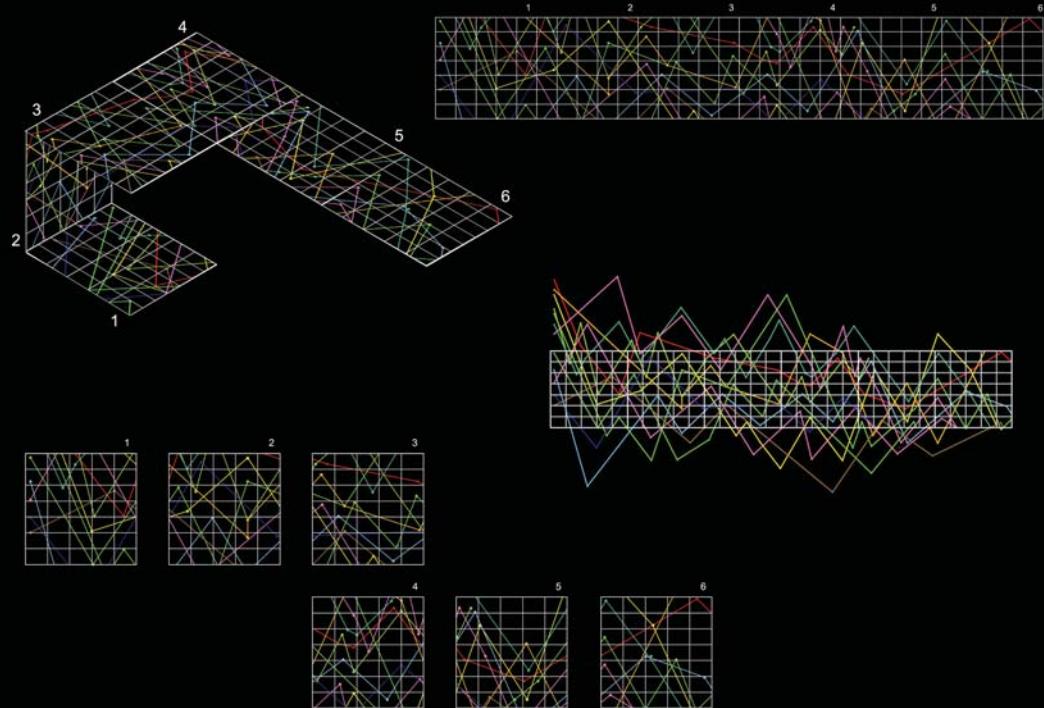
METHASTASIS AND THE PHILIPS PAVILLION



MUSIC BUILT WITH A LARGE NUMBER OF SOUND EVENTS



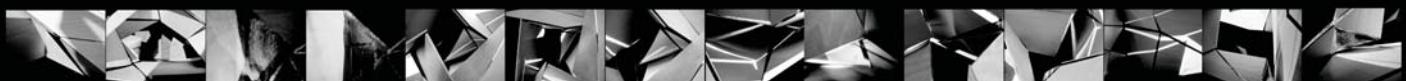
ACTIONS BY DIFERENT CONFIGURATIONS



_WITH THE GLISSANDI WHICH CAN VISUALLY BE ASSIMILATED WITH STRAIGHT LINES, VOLUMES
OF SOUND ARE CREATED WHICH ARE IN CONSTANT FLUCTUATION_



50 INSTRUMENTS 46 STRINGS 2 TROMBONES 1 XYLOPHON 1 WOODBLOCK



SUSPENDED COLLAPSE BY CONFIGURATIONS



CORE = MULTIPLE SPACES

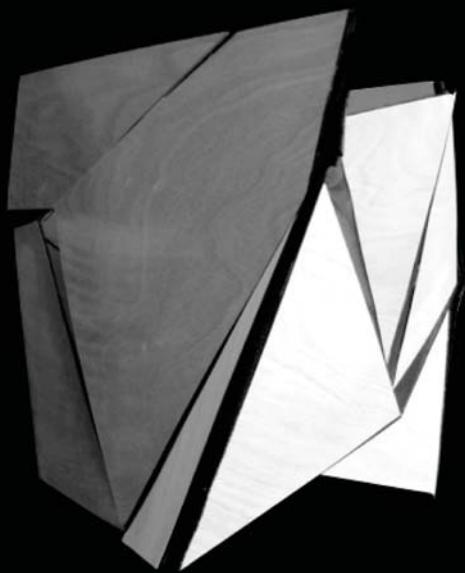
CONTINUITY _ DISCONTINUITY = CIRCULATIONS

EVENTS

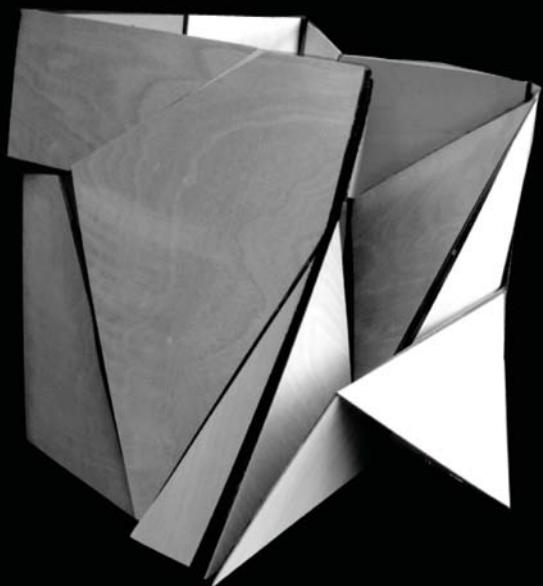




CONFIGURATION 1



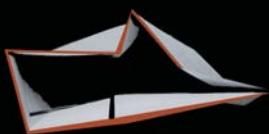
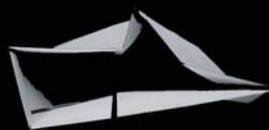
CONFIGURATION 2



CONFIGURATION 3



CONFIGURATION 4



...configuration 5

configuration 6

configuration 7



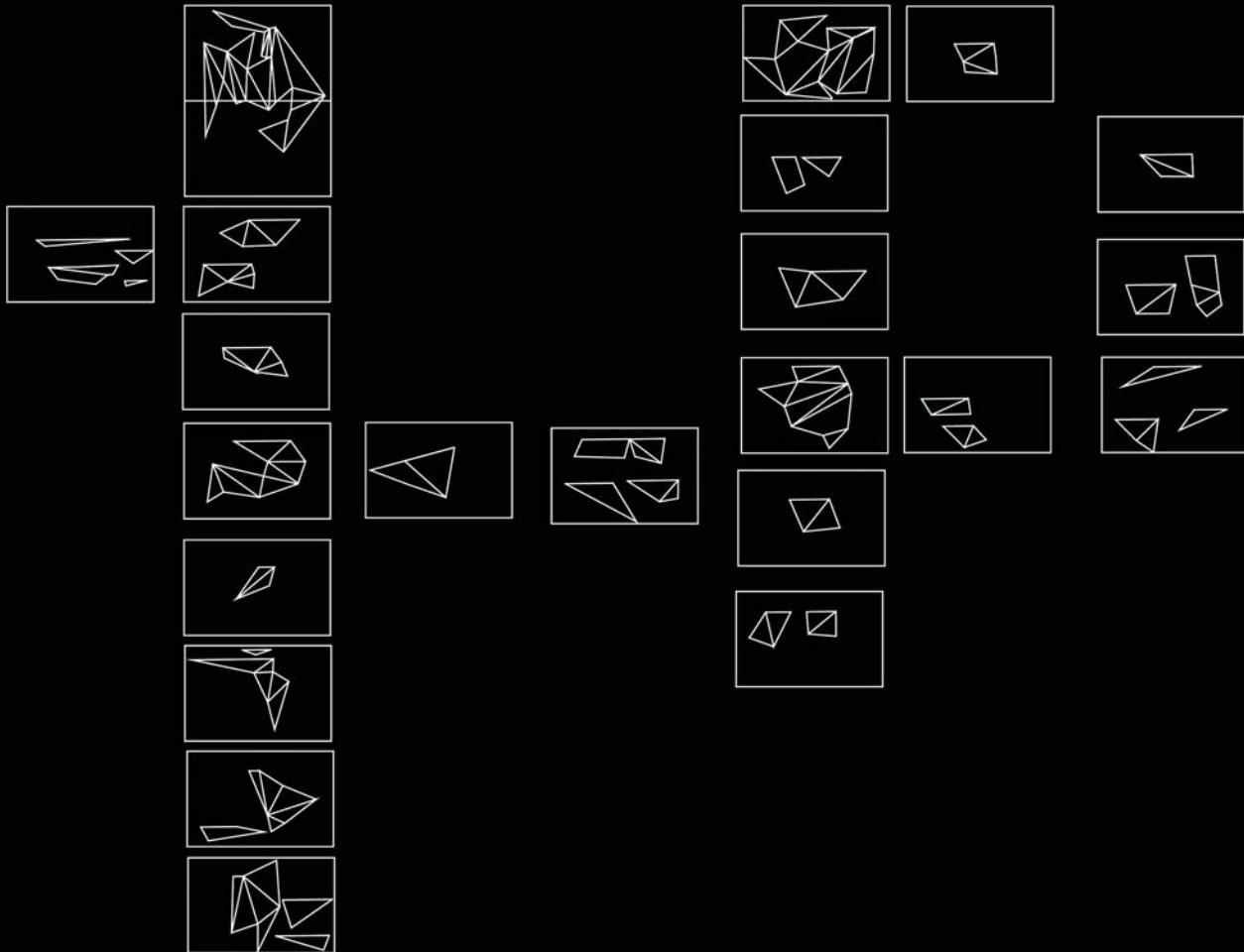
...configuration 2

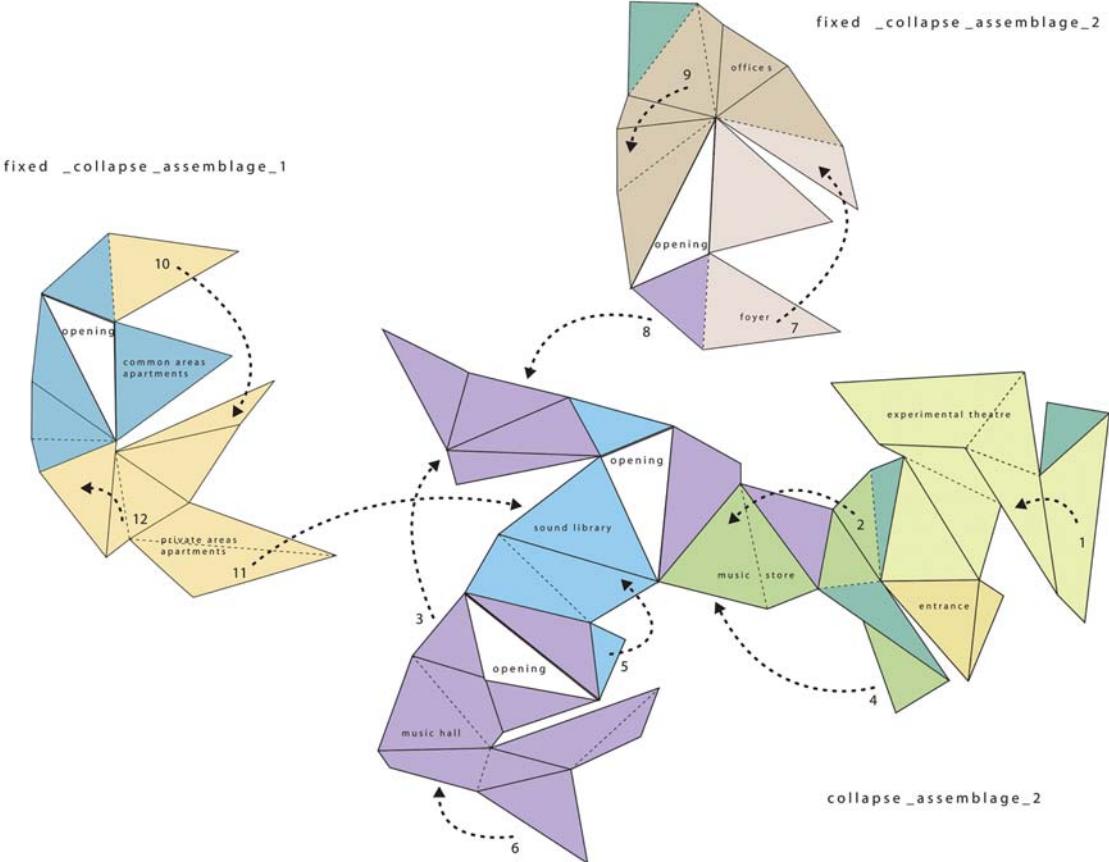
configuration 3

configuration 4

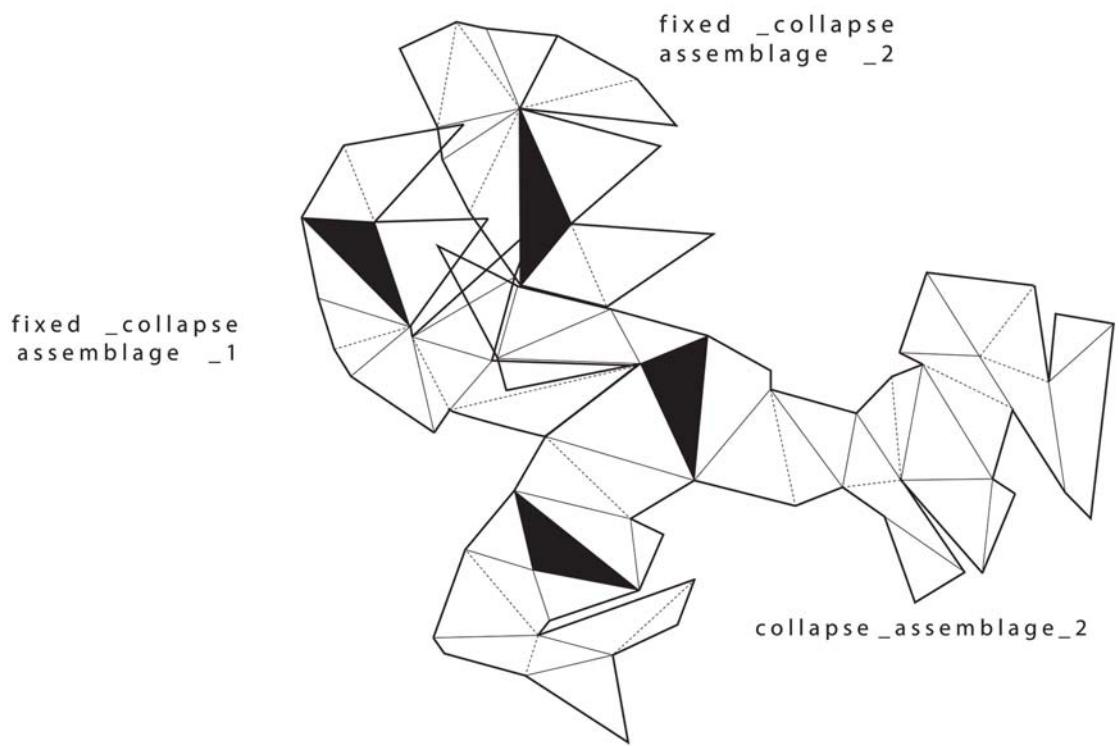


configuration 1

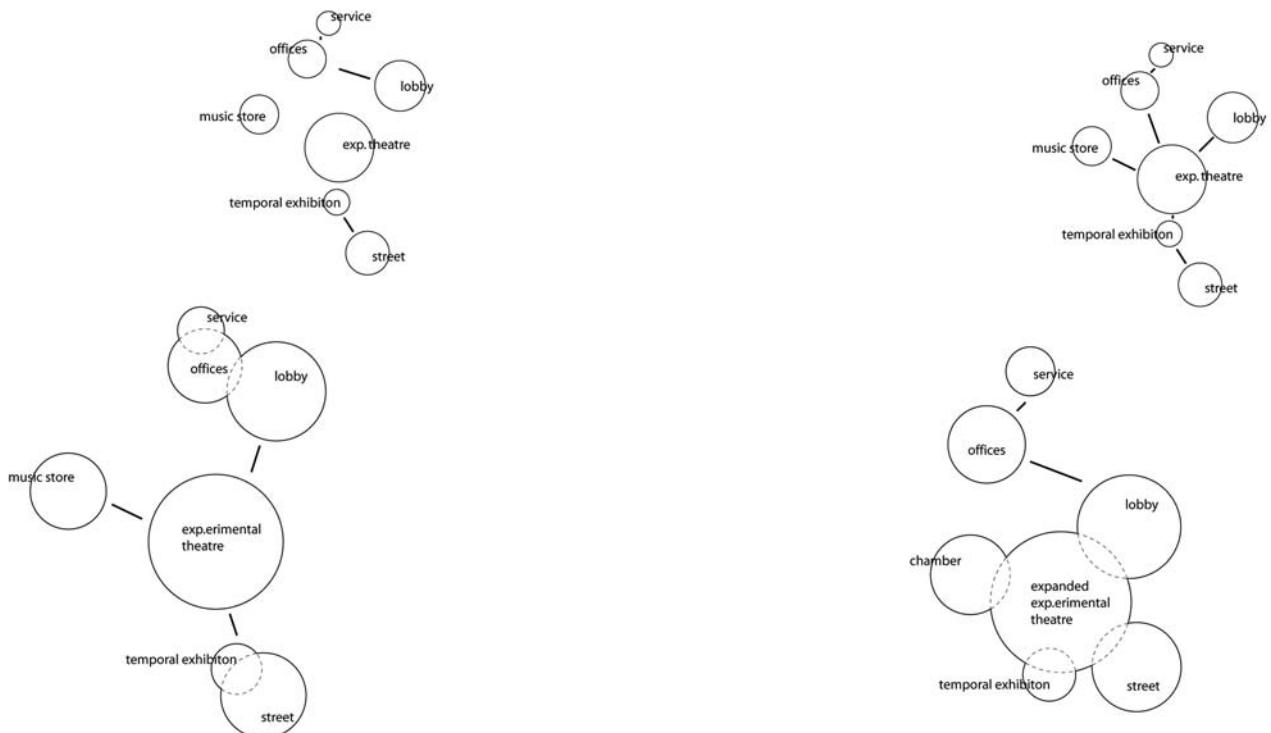




assemblage process / proceso de ensamblaje



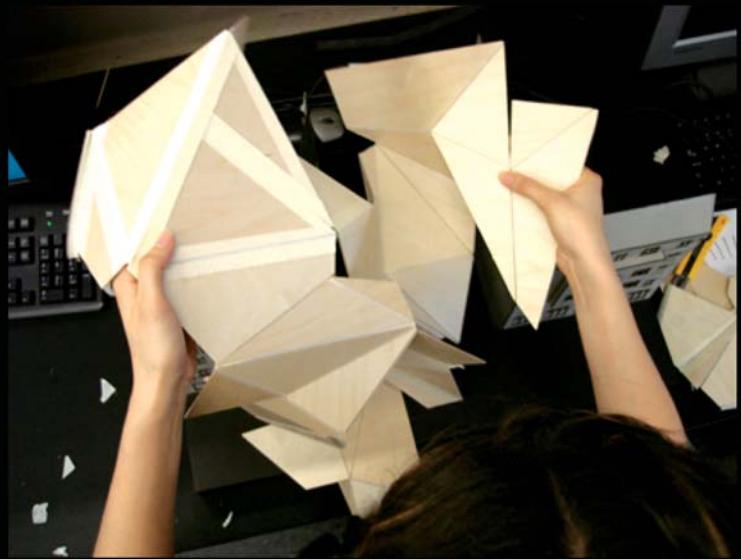
working process / metodología de trabajo

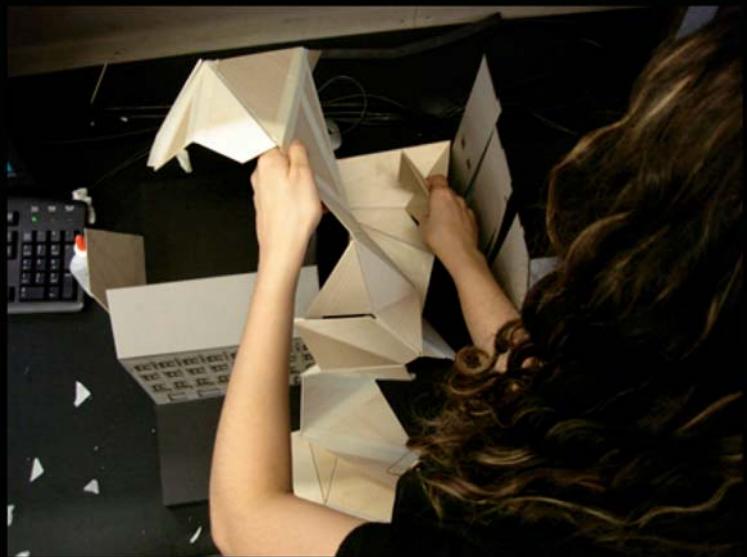


programmatic merging

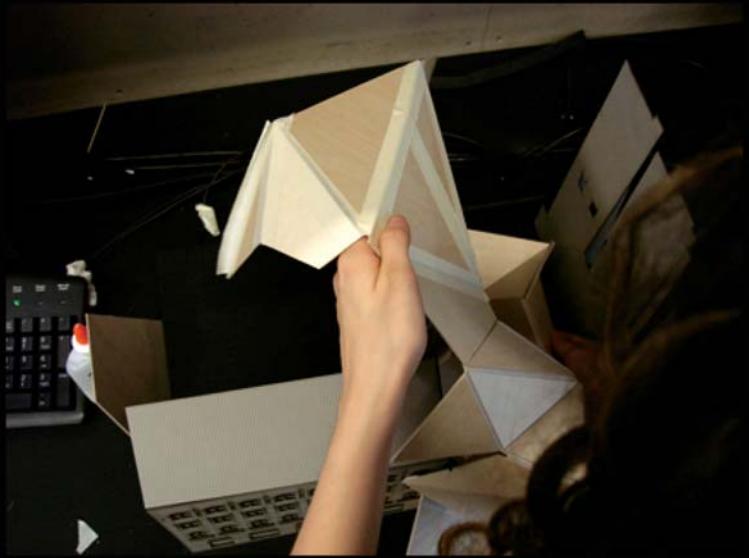
event 2 -- configuration 2







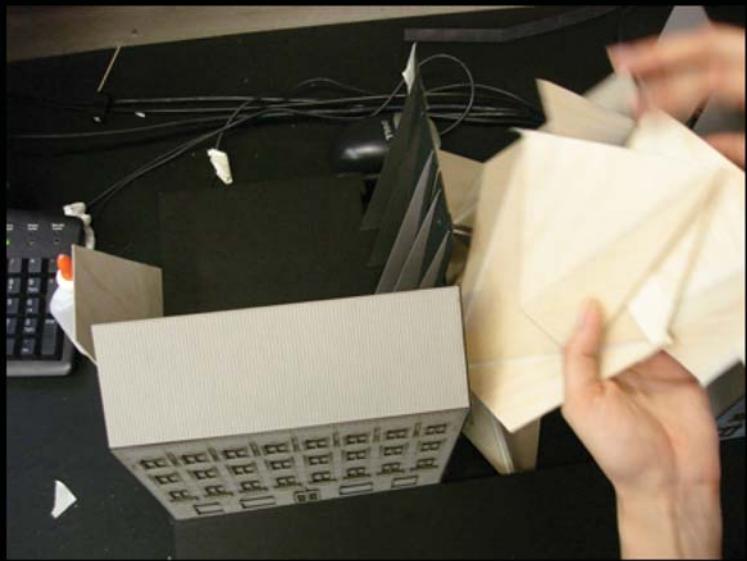






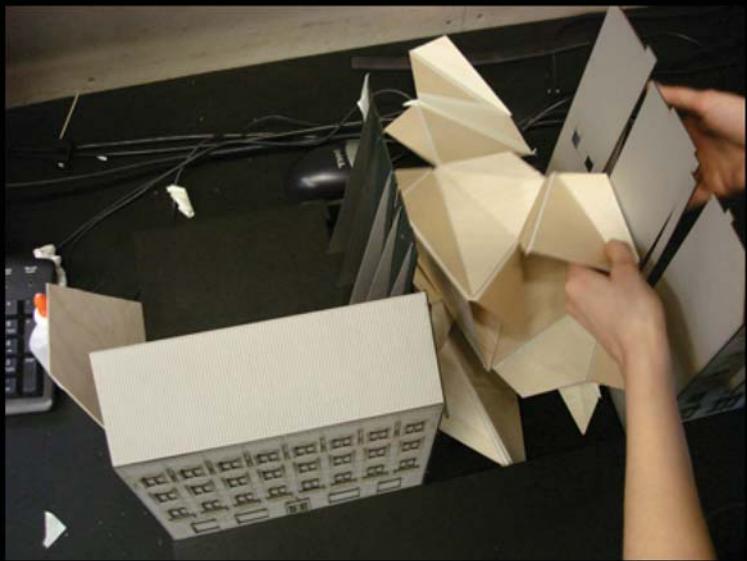




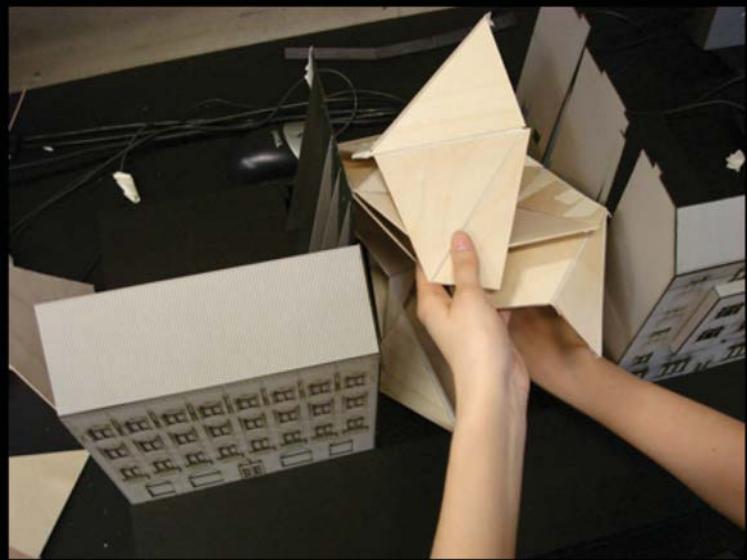


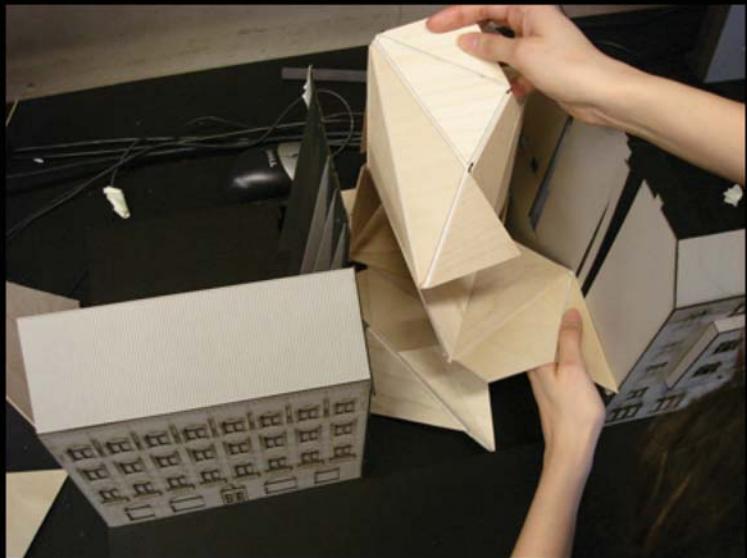


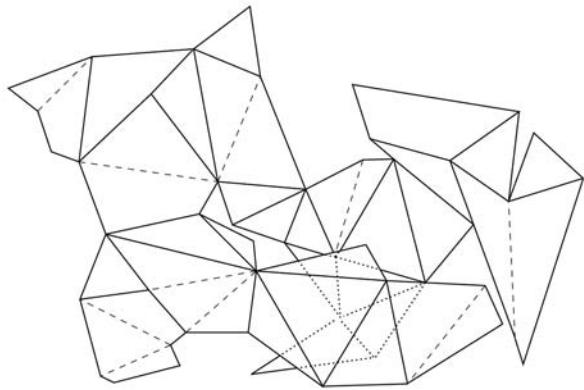




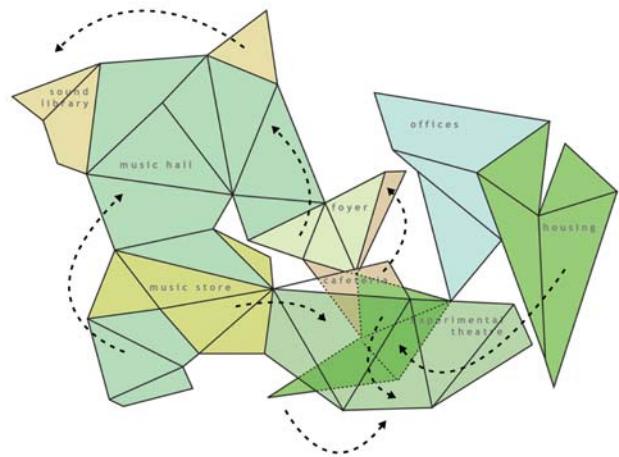




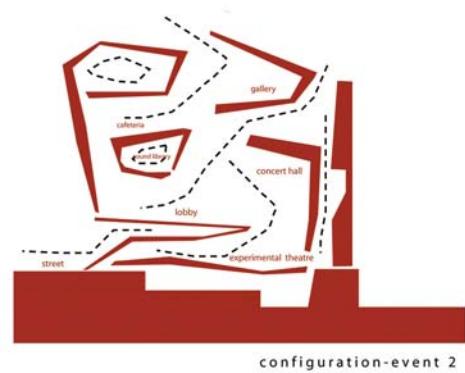
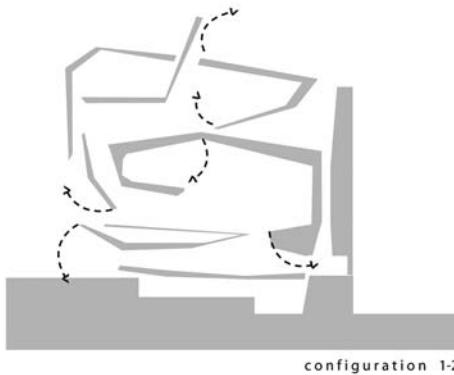
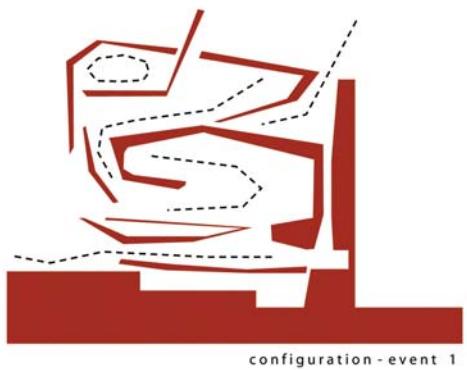


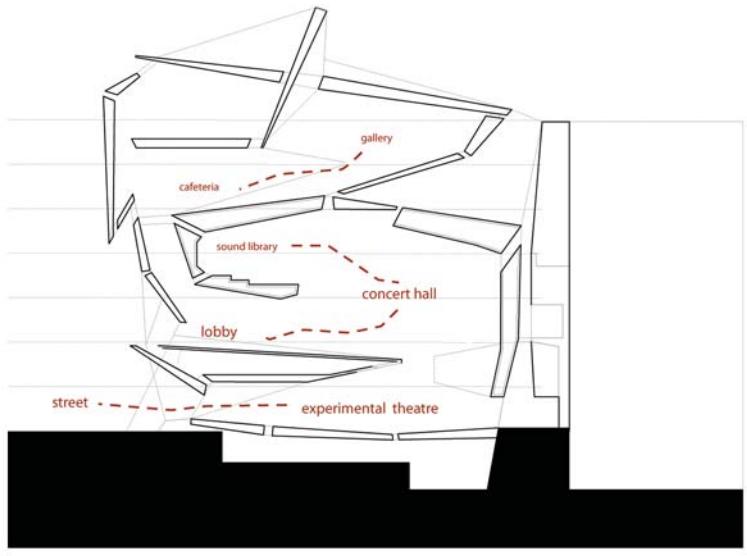


develop of the surface



programmatic connections

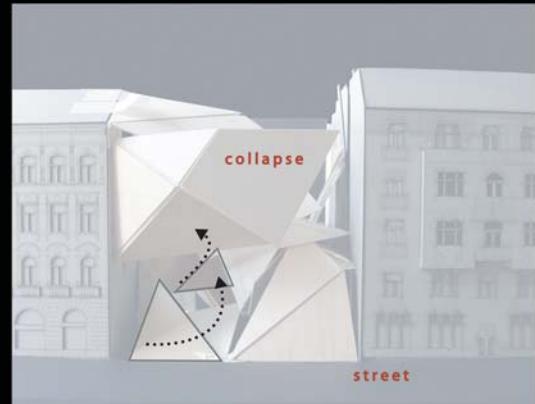




result 1



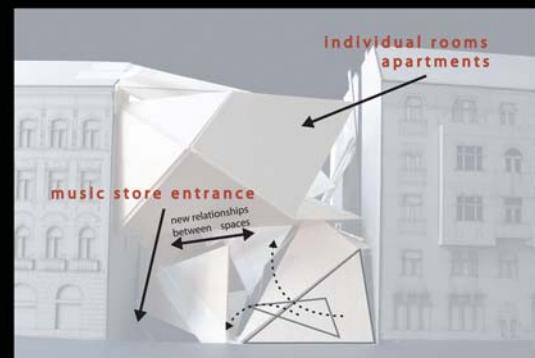
config.1



enclosed building. no events



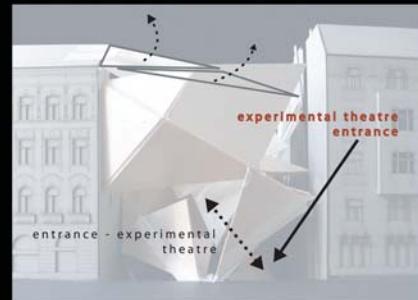
config.2



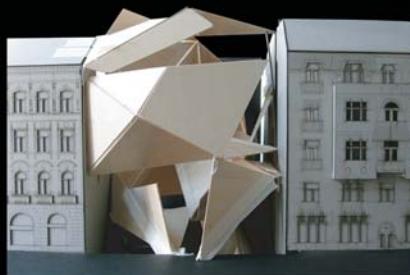
opened music store



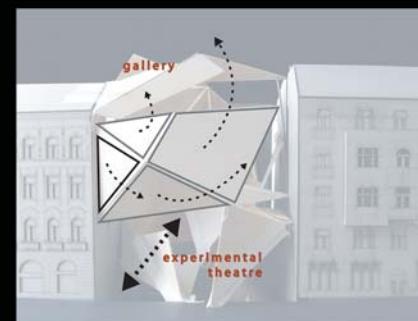
config. 3



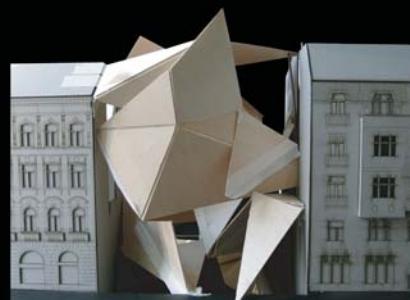
use of experimental theatre



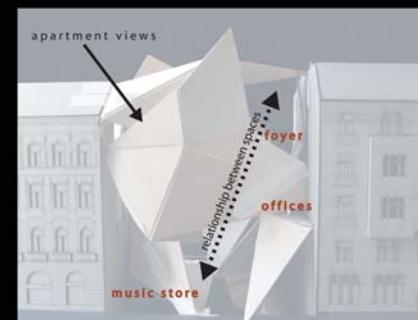
config. 4



use of music hall



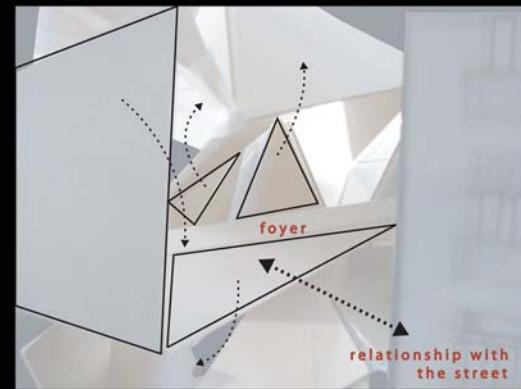
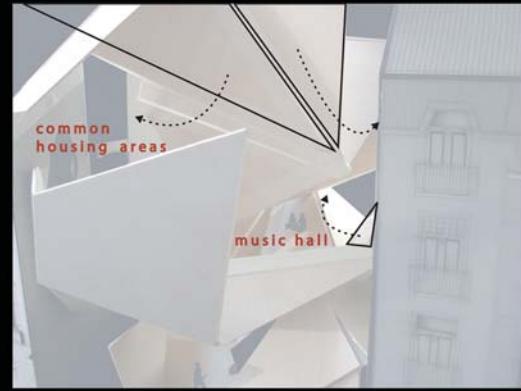
config. 5



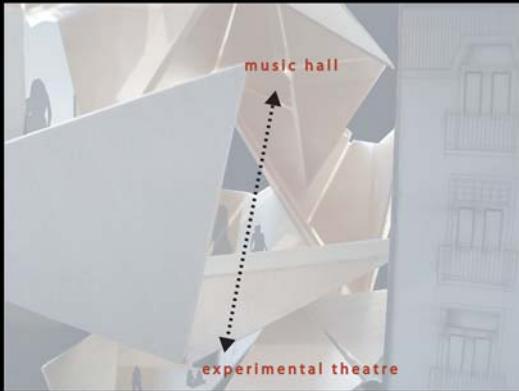
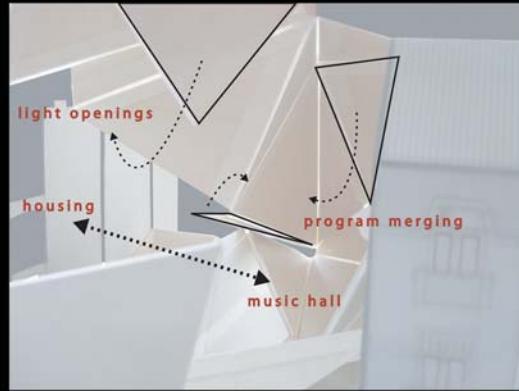
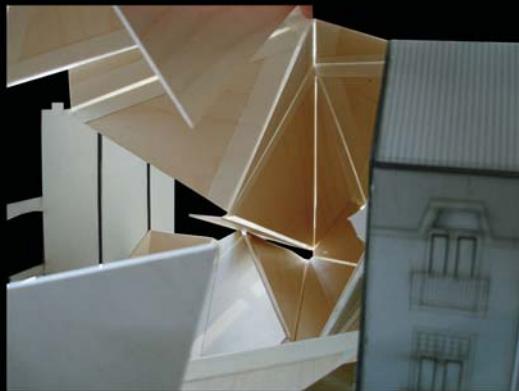
music hall-experimental theatre

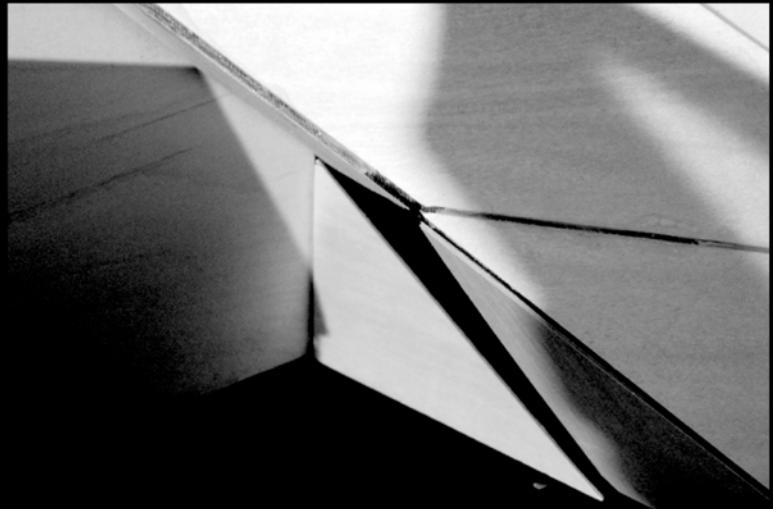
music inflates the building





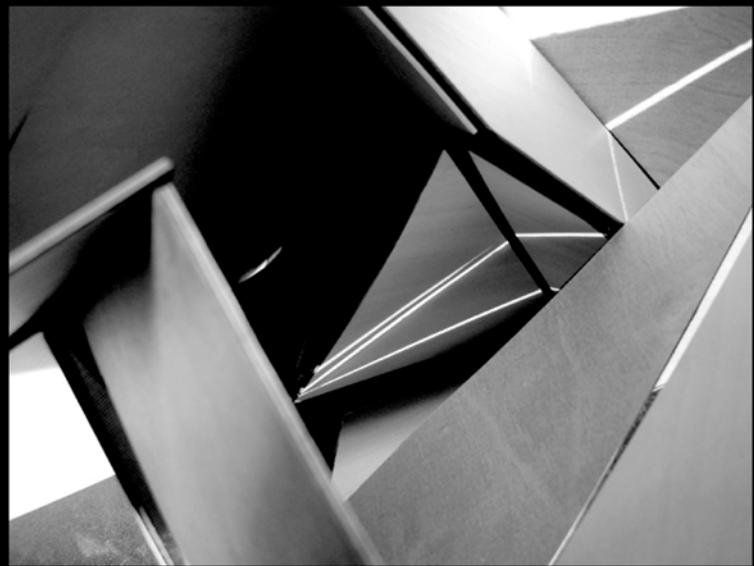
the absence of music collapses the building

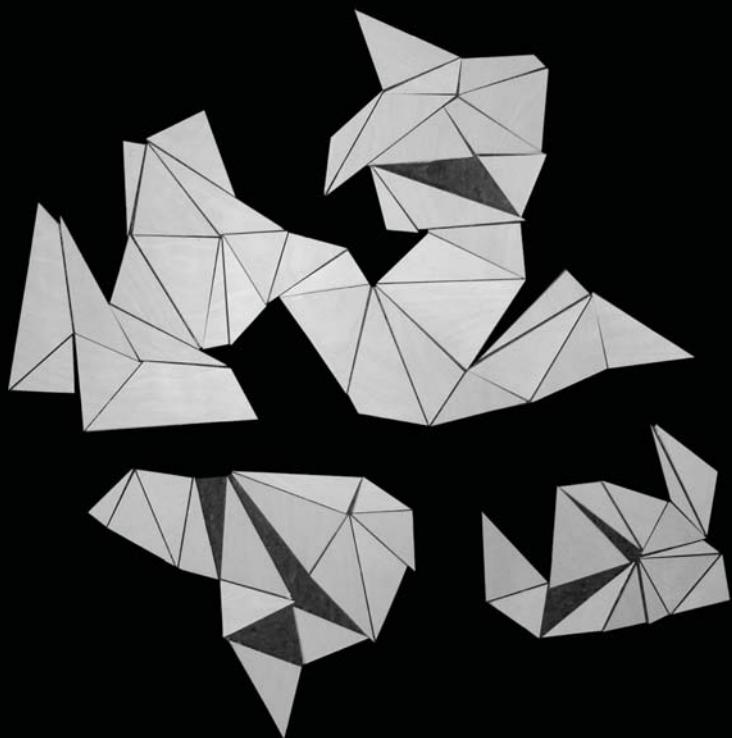


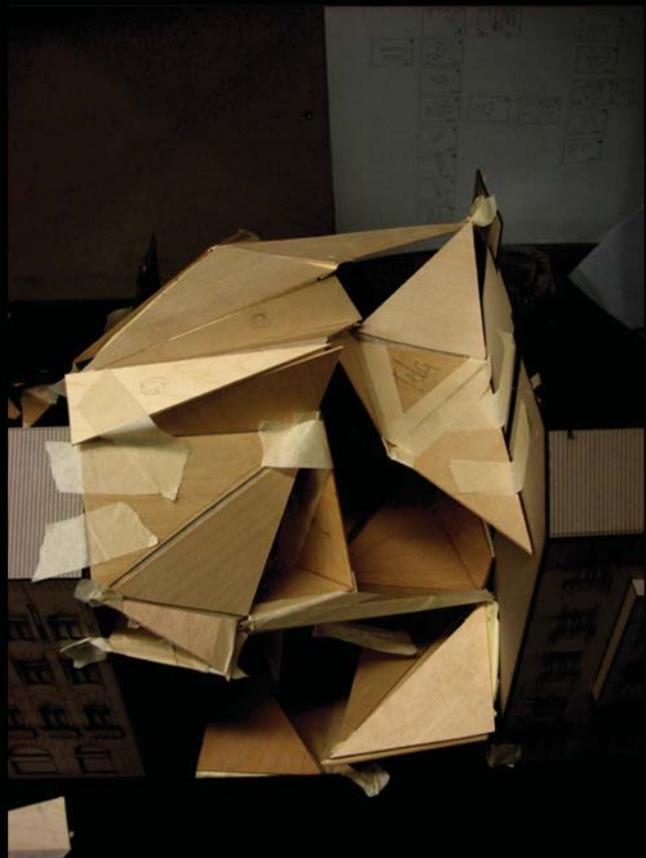








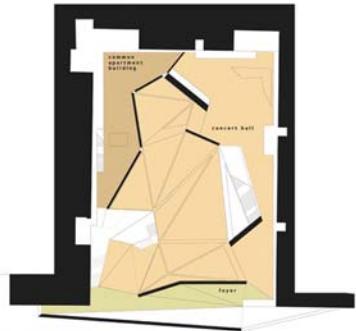
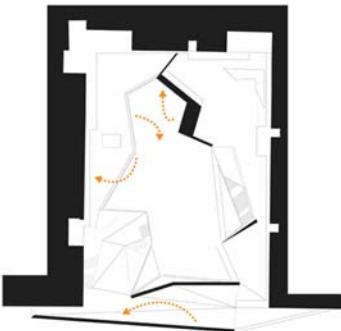
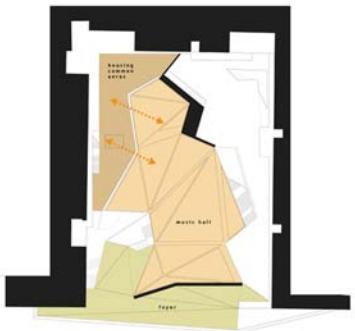
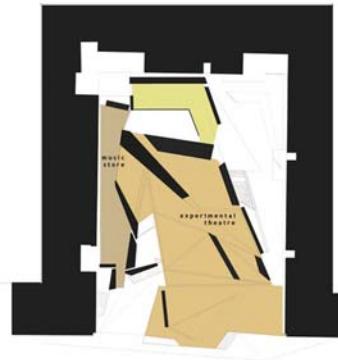
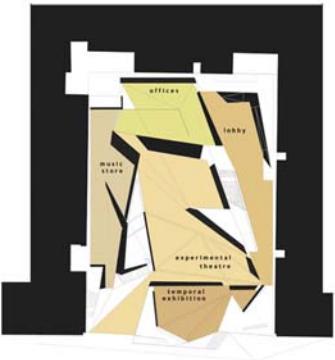




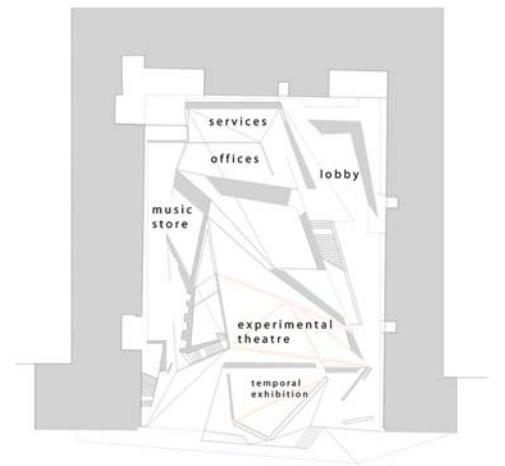
WORKING MODEL / MAQUETA DE TRABAJO



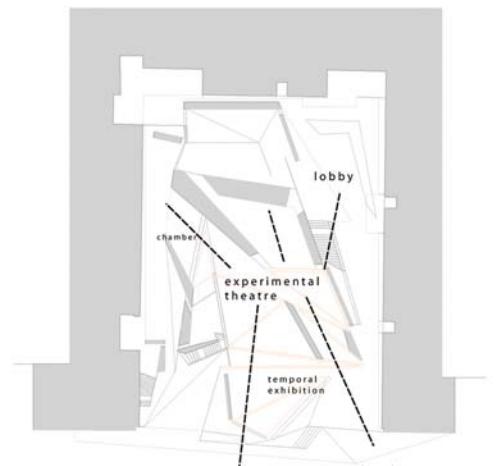
WORKING MODEL / MAQUETA DE TRABAJO



event 1 -- configuration 1



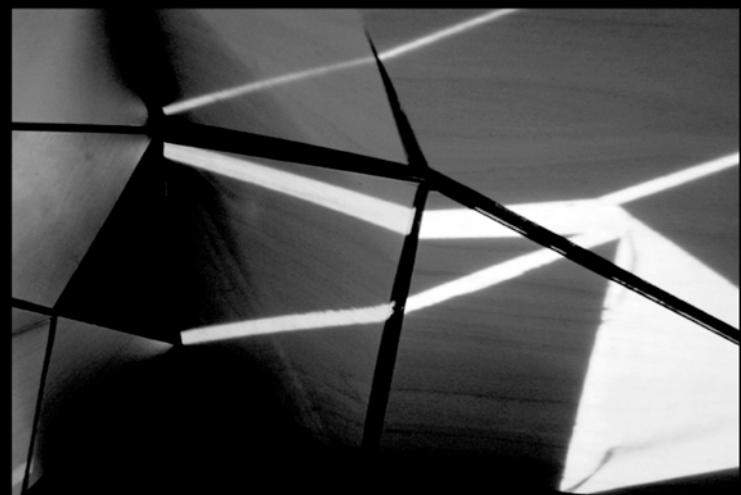
O utca

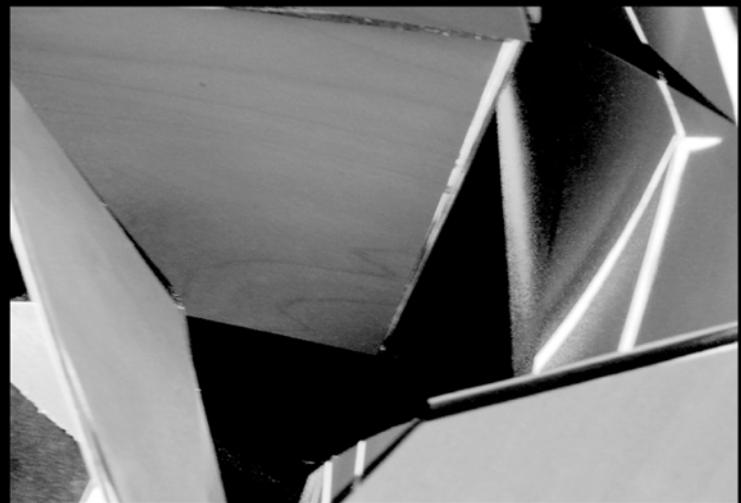


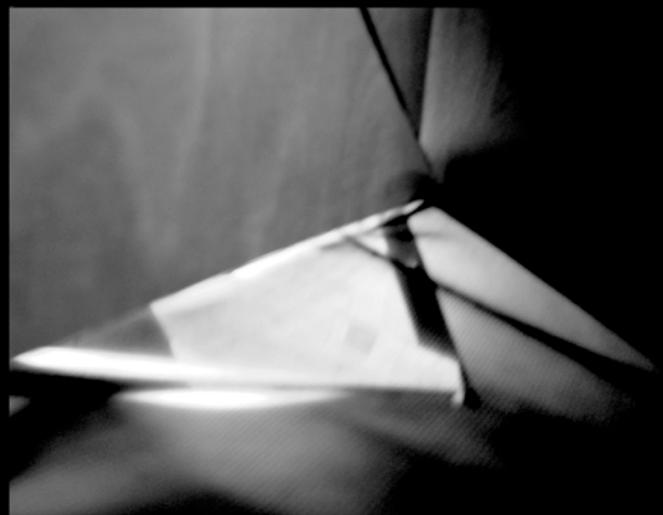
O utca

expansion - experimental theatre



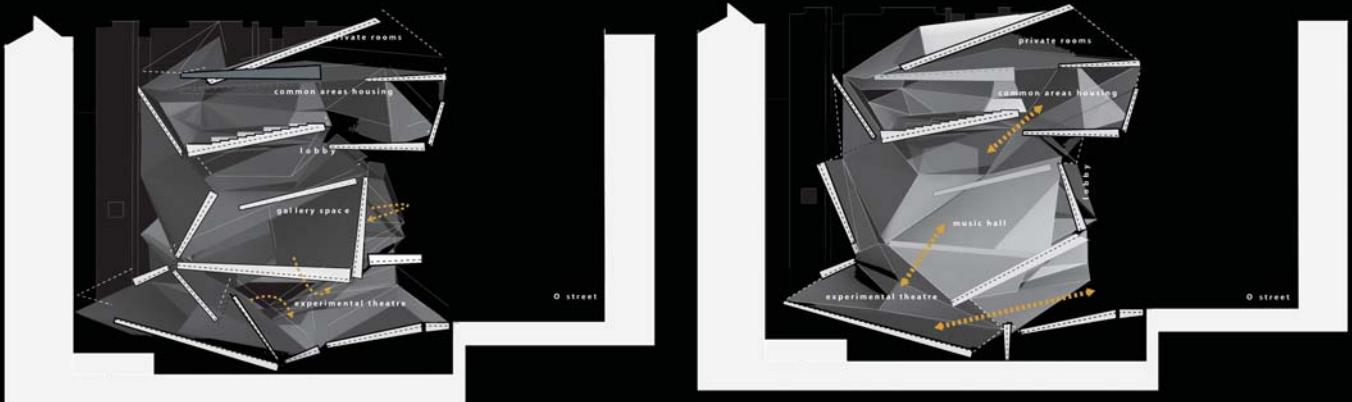




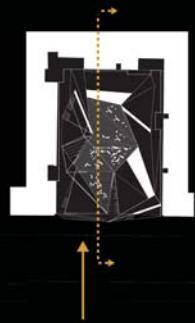
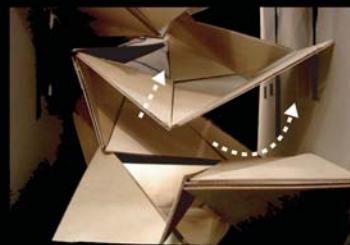
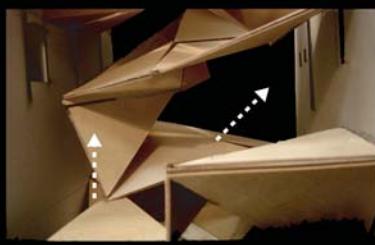




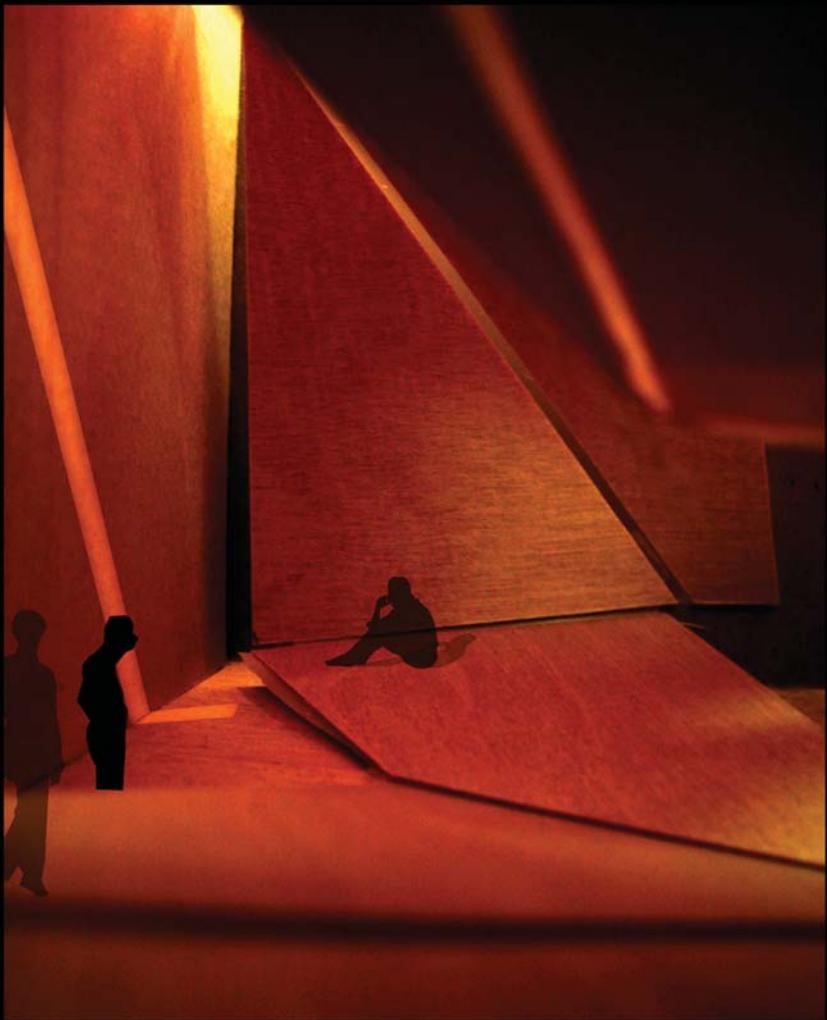


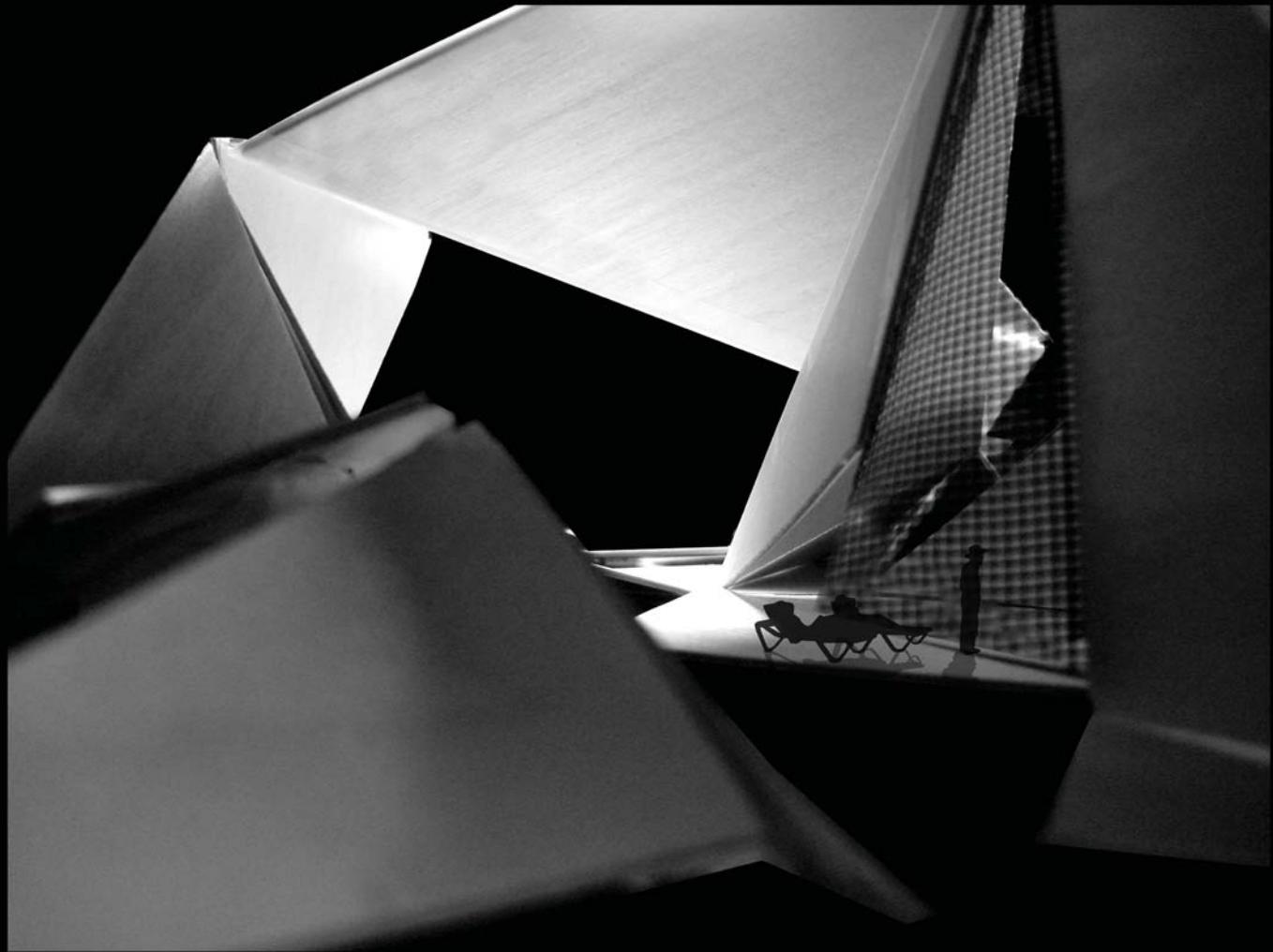


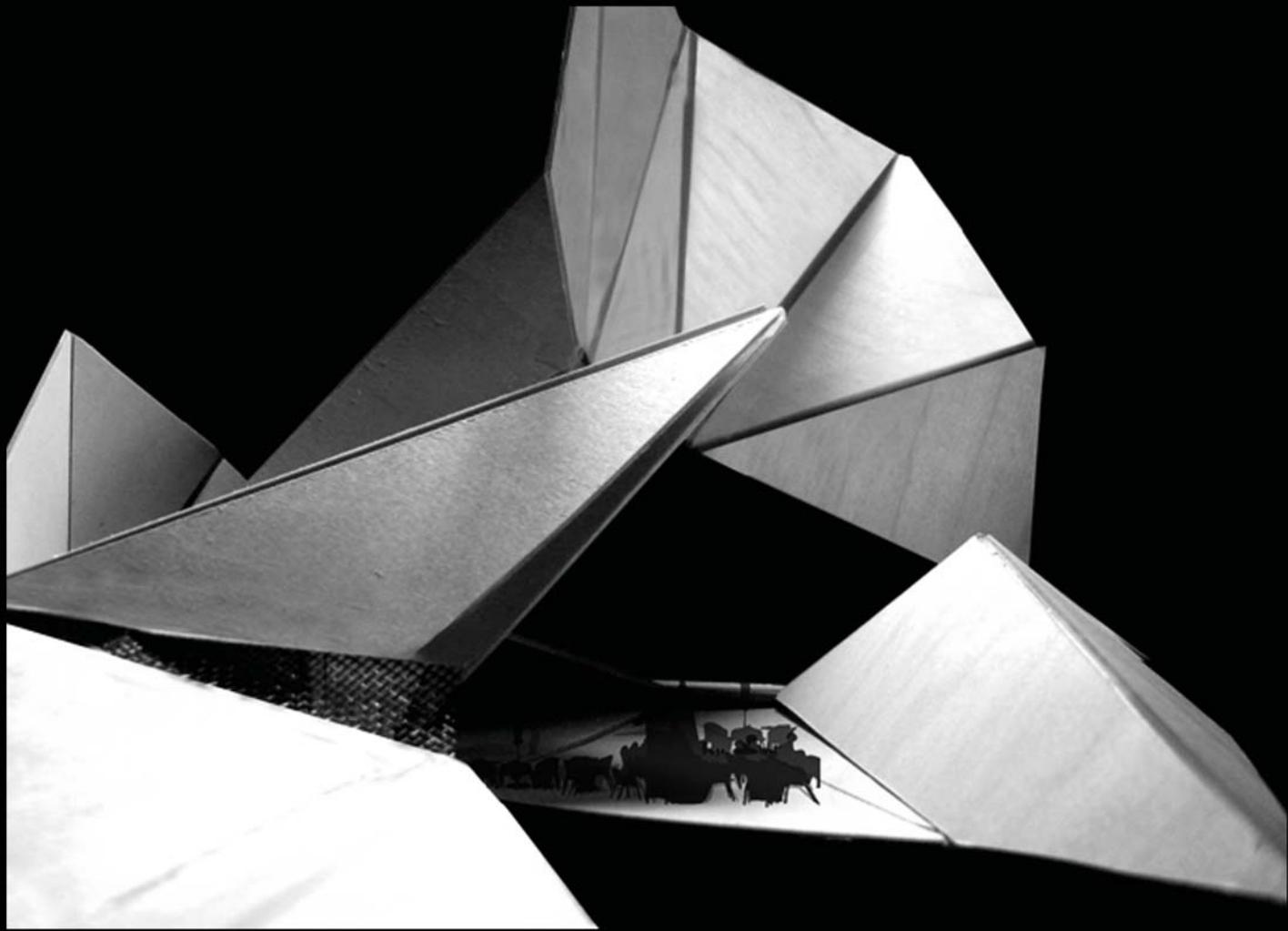
section system / modelo de secciones

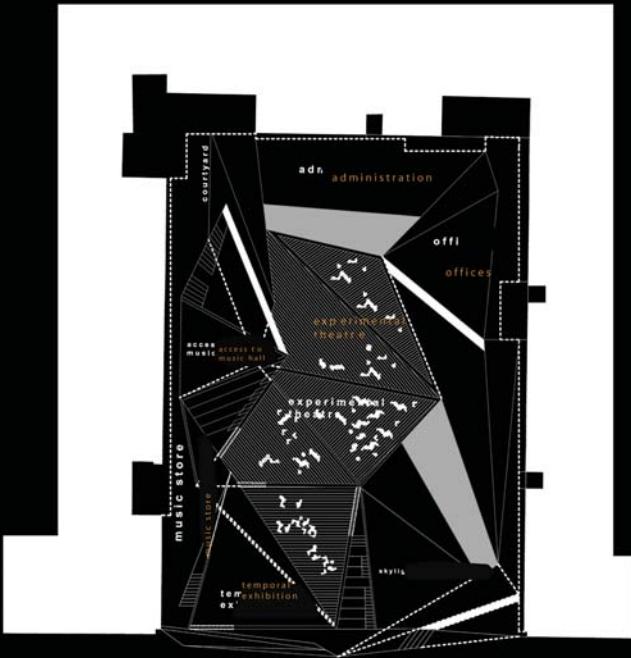




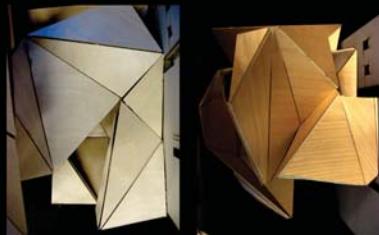
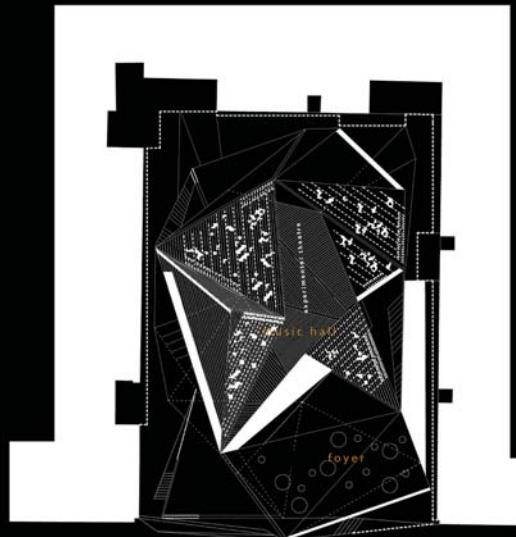
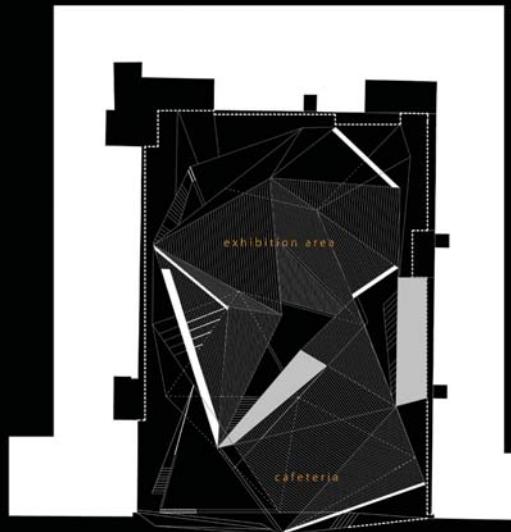




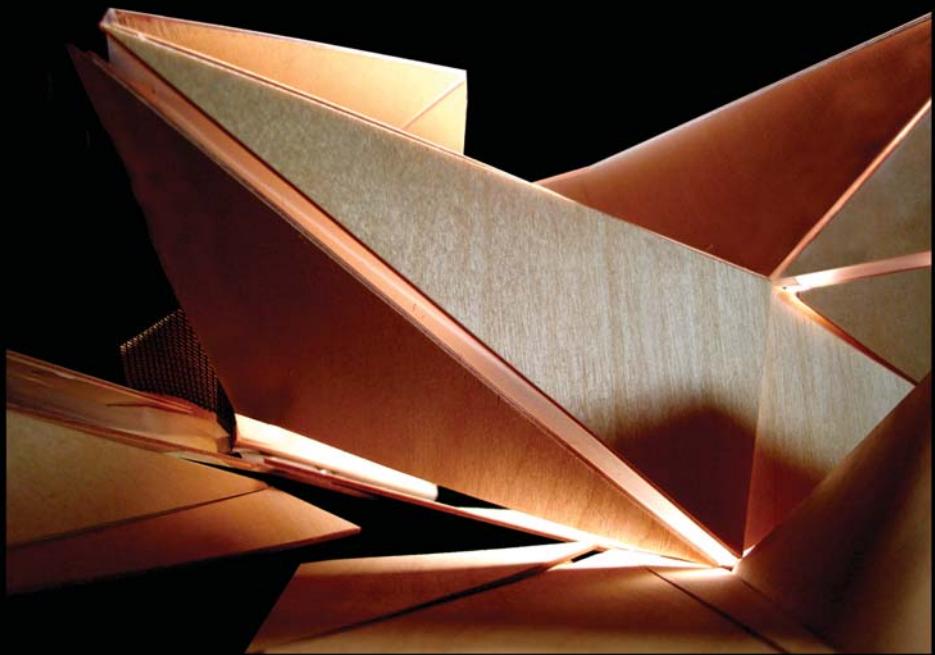


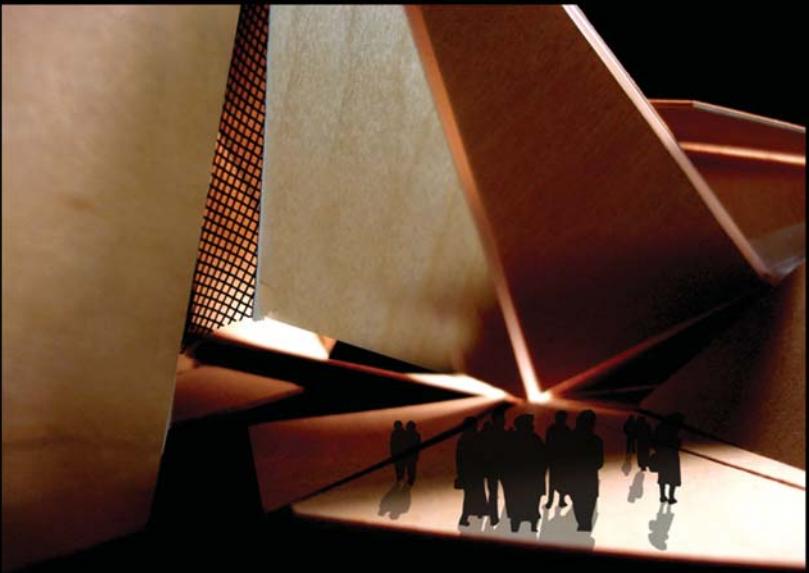


entrance level



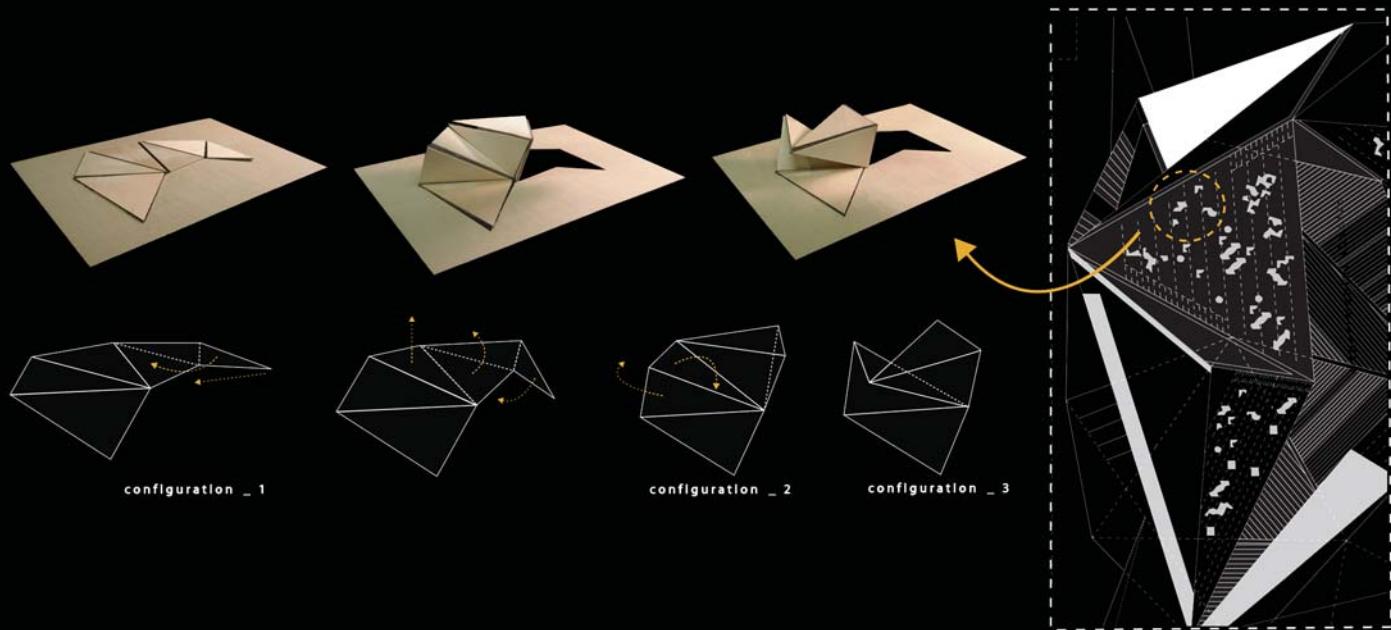
music hall level



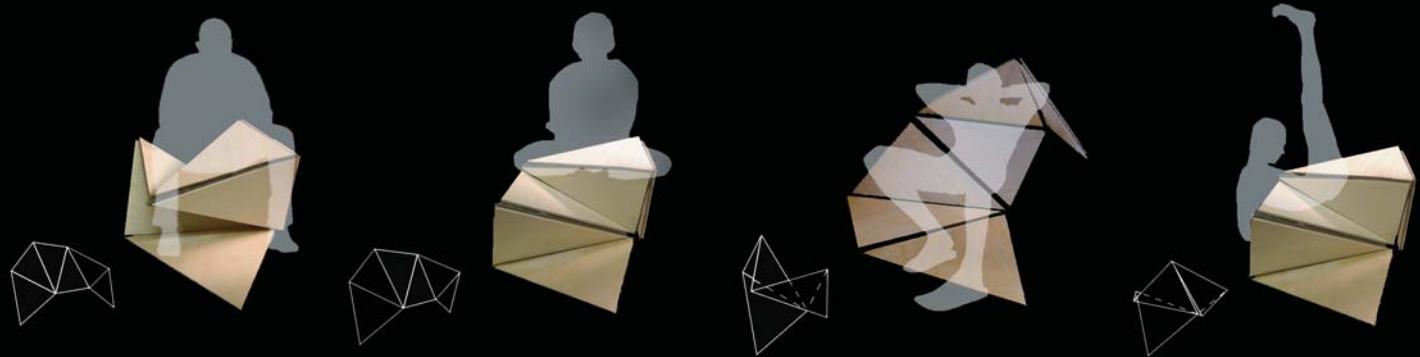


experimental theatre from the street





collapsed furniture / colapso de mobiliario





1



2



3



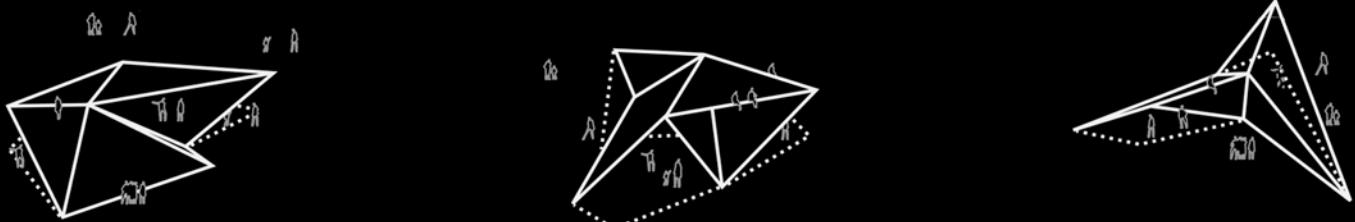
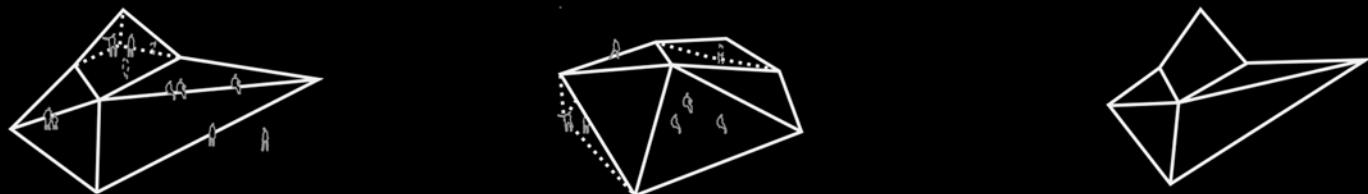
4



5



6







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C O L A P S O E N E Q U I L I B R I O